

CLAIMS LISTING

1. (Amended) A method for presenting an interlaced frame, said method comprising:

writing the interlaced frame to a frame buffer;

deinterlacing the interlaced frame, thereby resulting in a deinterlaced frame; and

scaling the deinterlaced frame.

2. (Original) The method of claim 1, further comprising:

decoding the interlaced frame.

3. (Original) The method of claim 2, wherein decoding the frame further comprises:

decompressing the frame, thereby resulting in the interlaced frame.

4. (Amended) A system for presenting interlaced frames, said system comprising:

a video decoder for decoding interlaced frames;

a frame buffer for storing the interlaced frames;

a deinterlacer for deinterlacing the interlaced frames, thereby resulting in deinterlaced frames; and

a display engine for scaling the deinterlaced frames.

5. (Original) The system of claim 4, wherein the video decoder further comprises:

a decompression engine for decompressing the interlaced frames.

6. (Original) The system of claim 5, wherein the video decoder comprises:

an MPEG-2 video decoder for decompressing the interlaced frames.

Claims 7 and 8 are cancelled without prejudice.

9. (Amended) A system for presenting interlaced frames, said system comprising:

a video decoder for decoding interlaced frames;

a display engine for scaling deinterlaced frames, wherein the display engine further comprises a deinterlacer for deinterlacing the interlaced frames, thereby resulting in the deinterlaced frames; and

a frame buffer for storing the interlaced frames.

10. (Original) The system of claim 9, wherein the display engine further comprises a scaler for scaling the deinterlaced frames.

Claims 11-14 are cancelled without prejudice.

15. (Amended) A display engine for scaling interlace frames, said display engine comprising:

a frame buffer for storing the interlaced frames;

a deinterlacer for deinterlacing the interlaced frames, thereby resulting in deinterlaced frames; and

a scaler for scaling the deinterlaced frames.